



City Plaza Workshop
Facilitated by Beth Khalifa

January 4, 2007

Large Kinetic Sculptures

note 1. LARGE PROJECTION ON BUILDING: large scale projection on the building - will be just transparent enough to see building underneath

note 2. SCULPTURE: 4 stories tall pneumatic sculpture. 3 large tubes have balls inside. A person can interact with sculpture by holding one of the balls and then the tube sucks it up to the top

note 3. UMBRELLA @ MARRIOTT: large umbrella-like sculpted roof over the passenger circle of the Marriott

note 4. HEARTBEAT OF RALEIGH: ballads are tubes of light that pulse as "The heartbeat of Raleigh." Different colors and pulsing or wave patterns can happen at different times

note 5. INTERACTIVE RECORDING: people interact with a camera recorder on one side of the street. The video shows up, much larger than life, on the other side of the street

note 6. JUMPING LIGHTS: squares are able to light up in the sidewalk. If a person steps on a square, it sends a light to another square. The light stays there until someone steps on that and then it moves again to another square.

note 7. INTERACTIVE WATER SCULPTURE: water sculpture water looks like it is shooting straight out of the ground, and the fountains rise to different levels at a "people scale"

note 8. COLUMN OF WATER: giant 4 story water spout. The water at the base swirls as if it is a real waterspout, and it looks like it is coming straight out of the ground

note 9. KINETIC SCULPTURE GROUP SUMMARY

- TIME AFTER TIME: space needs to lure people to it repeatedly, which means semi-constant change and new, provocative and interactive displays and events
- DANCING IN THE STREET: Space needs to have ways to unite the 2 sides of the street, so people on either side feel connected and are sharing the same experience.
- BIG SURPRISES: scale was considered very important. Large, shocking and interesting scales with thought of how people interact with each item.
- GET A MOVE ON: there should be a feeling of motion within the artwork AND there should be homage to the motions that are actually happening through time within the space
- MORPHING AROUND DOWNTOWN: The space reflects change and is impacted artistically by that change (seasons, weather, people, etc)

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